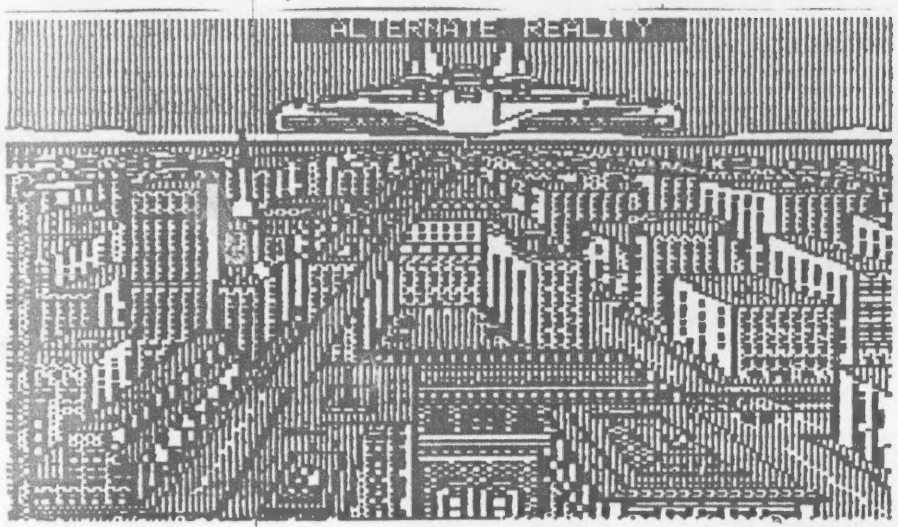
- Press D to Drop items. This is usually done to make room for new acquisitions. Since how much you can carry is limited.
- Press P to pause the game. Press the Space Bar to resume play.
- Press S to save a character. Follow the prompts.
- After you win an Encounter, the game is Paused. You're prompted to press any key to continue.



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G-210 $0.60

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Alternate REALITY®

The City

(G-210)

0/60

Programmed by Philip Price
Apple translation by Jim Ratcliff and Ken Jordan
Microscreen Art by Craig Skinner
Music by Gary Gilbertson
Documentation by Kathi B. Tremblay

TELAHIN ENTERPRISES PTE LTD
111 NORTH BRIDGE ROAD #04-40
PENINSULA PLAZA, SINGAPORE 0617
TEL: 3381862, 3381855, 3397695
TELEX: RS 22813 MSC

Here's how to use your Apple computer to enter Alternate Reality. Read the Guidebook before loading the game. It has information you'll need in The City.

Requirements

- Apple II® series computer (64K)
- Compatible disk drives (1 or 2)
- TV or video monitor
- Blank disk (Character Disk—Optional)
- Alternate Reality—The City game diskette

Getting Started

1. Turn off the computer. Place Side 1 of The City disk in Drive 1 and close the door (with two drives, use Drive 2 for your Character Disk).
2. Turn on the TV or monitor and the computer. If the wrong disk is in the drive, the game checks both drives for the correct one.
3. When the game is loaded, follow the prompts.
4. Once you're familiar with the game, press ESC to bypass the opening scenario. This takes you directly to the Character Decision menu.

Note: Do not Write Protect the game disk or your Character Disk. It's a good idea to make a backup copy of Side 2 before you play the game. An elementary copy program is included on Side 1 (see the Character Decision menu). You can also use this copy program to backup your Character Disk.

Welcome to The City of Xebec's Demise. Read this Guidebook before entering. It gives you important information for survival. The separate Reference Card gives specific instructions for using your computer to enter Alternate Reality.

A map of The City is included in your package. The Floating Gate, in the centre of the map, is surrounded by Granite Bank, Best Bargain Store, Best Armorers, and Tail of the Dog Tavern. Use this base to explore the rest of The City.

There are many establishments in The City. This list will help you in your travels. Inns: 7; Taverns: 14; Banks: 3; Shops: 15; Smithies: 4; Healers: 2; Guilds: 14.

The City game doesn't allow you to interact with Weapons Trainers and some other institutions. Also, you'll discover entrances that require you to use a disk you don't have. Alternate Reality—The City is designed to be expanded. Future additions include The Wilderness, The Arena, The Dungeon, and The Palace.

In addition to the game, you need a blank, formatted disk to use as a Character Disk. Without a Character Disk, you can't save a game. Refer to your computer user's guide for instructions on formatting a disk.

Please fill out and return the enclosed Datasoft Product Registration Card. If your disks are accidentally damaged or destroyed, you can get backup copies for $15. Send the damaged disk, proof of purchase (box or receipt), and a check, money order, or Visa or MasterCard number (include expiration date) to:

DATASOFT CUSTOMER SERVICE
Dept. B
19808 Nordhoff Place
Chatsworth, CA 91311-9969

Guidebook to

Alternate REALITY®

The City

Written by
Kathi B. Tremblay

TELAHIN ENTERPRISES PTE LTD
111 NORTH BRIDGE ROAD
PENINSULA PLAZA, SINGAPORE
TEL: 3381862, 3381855, 3397695
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You're kidnapped by an alien spaceship and find yourself in a room with only one exit. Through this doorway you see The City of Xebec's Demise. An energy field moves across the opening. Overhead is a panel with constantly changing numbers. As you go through the door, the numbers freeze. This sets your levels of Stamina, Charm, Strength, Intelligence, Wisdom, Skill, Wealth, and Hit Points. The higher these Stats, the better your chances are in The City. You decide whether you're Good or Evil.

During the first few days, you're extremely vulnerable to foul play. The safest area of The City is near the Hunting Gate. Of course, safety isn't your only consideration; there are benefits to discover in the more dangerous locales. But keep a low profile until you're familiar with The City. And avoid Encounters with life forms that are obviously superior (don't tease a Wizard, for example!).

Have enough sense to come in out of the rain! Bad characters like bad weather. It's also dangerous to be out at night. Find an Inn and check in before sundown. A good night's sleep does wonders for your Stamina and restores Hit Points.

Keep an eye on your Stats. You can become hungry, thirsty, or tired. Find a Tavern for food and drink, an Inn for rest. You have a little money; use it wisely. A compass, available in most Shops, is a wise investment. It's helpful to remember that the inventories in Shops and Smithies change daily.

The values at the top of the screen help you decide what action to take. Increasing these levels is important to achieving your goals. Good Stamina is useful in surviving hardships. Charming an opponent, naturally, requires Charm (charisma). Strength gives you an advantage in a fight; Skill helps you avoid blows from an adversary. Intelligence is crucial for tricking your enemies, Wisdom for making decisions. Hit Points are very important: the more you have, the harder you are to kill!

You are closely monitored! Don't think the Stats at the top of the screen make up the whole. Many things, including your personality, are constantly taken into account by the computer. To achieve your goals, be yourself!

Secret Passages There are many Secret Doors and One-Way Walls in The City. A Secret Door looks like a wall, but you can walk right through it (accompanied by a whooshing noise and an odd melody). One-Way Walls are invisible on one side. You can pass through the invisible side, but not the visible one.

Inns offer lodging for a price. They're also Time and Date information centres.

Taverns sell food and drink and offer entertainment. The menus change hourly. Often, the songs sung in a Tavern give you important clues.

Alcohol Taverns serve alcoholic beverages. Alcohol is also an ingredient in many Potions. Drink in moderation. If you're drunk, movement is hampered, manipulating screens is difficult, and you may even experience blackouts. Find an Inn and sleep it off.

Smithies As you approach a Smithy, you may hear the Smith hammering away on his anvil. New Weapons purchased at a Smithy are never Cursed. But prices (and quality) may greatly; bartering is essential. When buying a Weapon, remember that each has unique characteristics. For example, a Longsword is a better offensive Weapon than

Banks offer investment plans for your money. The higher the interest rates, the greater the risk. They sometimes offer money for gems and jewelry. Banks have regular hours; you can't do business in the middle of the night!

Shops offer a variety of wares, usually ornamental. If you become wealthy, you may want to deck yourself out according to your station.

Healers There are Places of Healing in The City. Like clinics everywhere, a fee is charged for services. There are some effects of Disease or Poison that don't show up right away; so don't wait! If you're wounded, ill, or poisoned, see a Healer as soon as possible.

Guilds Guilds are very particular about accepting new pledges, so don't expect to be welcomed as a member on your first visit. However, even a first visit is rewarded with Character-enhancing knowledge. And, for a fee, any Guild will help you get rid of a Cursed Weapon.

Treasure takes many forms: Jewelry, Weapons, Armour, Potions, Money, and other special items. All treasure, except gold, silver, and copper, is potentially Magical or Cursed. Pick something up to discover its unique properties. Magical items are valuable; Cursed items can be a source of great despair.

Gems and Jewelry are obtained after Encounters or found in Treasure. Take them to a Bank for appraisal and sell them. Appraisals vary from Bank to Bank.

Weapons are necessary for survival. Even if you abhor violence, you need a Weapon for self-defense. Some creatures in The City will attack you, no matter how nice you are, and bare hands are rarely useful.

There are three ways to acquire Weapons:

1. Finding them after an Encounter
2. Finding them after uncovering a Treasure
3. Buying them from a Smithy

Always Examine a Weapon carefully before picking it up. The more Intelligent you are, the easier it is for you to tell if it's Magical or Mundane (normal). Magical means it has special properties: it's very valuable or it's Cursed. Once you Pick up a Cursed Weapon, you can't Drop it; you need help to get rid of it. Pick up any Weapon you find as a Secondary Weapon. This way, if it's Cursed, you aren't stuck with it as a Primary Weapon while you travel to a Guild for help. Note: A Shield should always be used as a Secondary Weapon.

If you find a Weapon you want while carrying the maximum load, Drop one of the Weapons you already have to Pick it up. A Weapon must be Ready as either Primary or Secondary Weapon in order to be dropped. Follow the prompts.

Potions Some Potions are beneficial in advancing your Character. When you find a Potion, decide whether to Keep it, Leave it, or Use it. Once you Open a Potion, Examine or Use it right away. The Potion deteriorates once the seal on the container is broken. Examine a Potion for color. To find out more, Sip or Taste it. Each Sip or Taste tells

ormation. To save a Potion for later, don't Open until you're ready to Use it.

There are four major categories of Potions:

Benign: Water, Fruit Juice, Milk, Mineral Water

Advantageous: Invulnerability, Cure, Potions to aid Stats

Disadvantageous: Strong Alcohol, Potions to Diminish Stats, Weak Poisons

Dangerous: Strong Poisons, Acids

Poison in your system usually causes death. When poisoned, you sustain initial Hit Point and neurological damage in line with the strength of the Poison. If you're lucky enough to find a Potion that cures Poison, drink it. Otherwise, find a Healer right away.

There are four ways you can be poisoned:

1. Swallowing poisonous Potions
2. Being clawed by a poisonous creature during an Encounter
3. Being bitten by a poisonous creature during an Encounter
4. Being hit by a poisonous tail during an Encounter

Disease, untreated, causes death. Contracting a Disease results in Hit Point and neurological damage in line with the severity of the infection. If you get a Disease, drink a Potion that Cleanses or seek out a Healer. If you're clawed or bitten in an Encounter, find a Healer to prevent possible infection.

There are three ways to contract Disease:

1. Contact with bacterial spores from Mold and Slime
2. Being clawed by a diseased creature
3. Being bitten by a diseased creature

Encounters with beings in The City are common. The five categories of Encounters are listed below in the order most favourable to you.

1. You Surprise a life form
2. You Notice a life form (before it sees you)
3. You See a life form at the same time it sees you
4. A life form Notices you first
5. You are Surprised by a life form

In an Encounter, you are either *Engaged* or *Disengaged*. There are separate menus for each of these options.

Engaged means you must battle the life form or try to become Disengaged:

Sneak attack is available when you Surprise a life form. Since your opponent is unaware of your presence, you have the advantage.

Lunge is a two-handed blow that can land with great force. Beware: If this blow fails, you have virtually no defense against retaliation.

Attack is the standard fighting maneuver. You move offensively while maintaining a decent defense.

Parry is an offensive move offering the highest possible defensive points.

Disengaged lets you deal with your opponent in a less violent manner:

Trick an opponent if you're Intelligent. If a Trick fails, try it again. Beware: You're not prepared for defense if the Trick fails.

Charm an opponent if your Charm level is high.

Some options are found in either menu:

Ready item if you have something appropriate, like a Weapon.

Use item you have Ready.

Leave to get out of the Encounter.

Tailor your Encounter strategy to fit your condition and the kind of life form confronting you. It's easier to Trick a Warrior than a Master Thief. Don't expect to Charm or Trick mindless life forms; you'll look pretty silly trying to Charm Mold!

Life Forms There are many life forms in The City:

The Poor are humanoids who have no ambition or have met with some catastrophe that has put them in dire straits.

Commoner These are individuals with no special skills or distinctions.

Merchant You usually see these capitalist types on their way to or from wheeling-and-dealing. They work hard to keep The City's economy healthy.

Couriers There's no telephone or telegraph, so Couriers are necessary for delivering messages as well as parcels.

Guard Most Guards are employed by the nobility. They're The City's policemen.

Gladiators are proven fighters from the Arena Games.

Noblemen are rich and powerful. They live in the Palace and are fond of Games in the Arena. When out in public, they're attended by their private Guards.

Dwarf Short (4 feet tall) and stocky (150 pounds), Dwarves are interesting characters. They're resistant to many Poisons and Magic Spells, have excellent night vision, and are terrific close combat fighters.

Mages, Wizards and other magical types dwell in The City. Most are associated with Guilds or other learning institutions.

Thief There are many Thieves in The City, each with his own criminal specialty.

Assassin Hired killers strike swiftly, without warning.

Imp Short (2 feet), devilish fire-breathers, Imps have long, dagger-like, poisonous tails. Avoid them!

Night Stalker Legendary creature of the night. An extremely powerful beast that no one can be certain doesn't exist.

Others There are many other creatures, mostly evil, in The City. You must be constantly vigilant.

Character Decision

The Character Decision menu offers five options:

Hit N to become a new person
Hit E to resume an existing one
Hit I to initialize a Character Disk
Hit T for a temporary character
Hit B to backup disk

Press I to initialize a disk to use as a Character Disk. As prompted, remove the Alternate Reality disk from Drive 1 and insert a blank disk. Press any key to continue.

Press B to make backup copies of Side 2 of The City or your Character Disk. Follow the prompts.

Press N to create a character. Press Return. As prompted, type a character name (up to 31 letters) and press Return. The next prompt is 'Verify your name.' Type the name again and press Return. You're prompted to remove the AR disk and insert a Character Disk (with two drives, leave the AR disk in Drive 1, the Character Disk in Drive 2). You can store up to four characters on a Character Disk, but can only play with one at a time.

Press T for a temporary character. Follow the prompts, pressing Return after each response. You can't save this character, but it's useful for getting into the game quickly to look around and get the feel of the game.

Press E if you already have a character from a previous venture into AR. At the prompt, type the ID number corresponding to the name you're using. Type the name (when prompted) and press Return. To return to the Character Decision menu, press Return instead of typing a name.

If you make a wrong selection from the Character Decision menu, press the ESC key instead of typing a name. If you make an error when typing a character name, hit Return when the program asks you to verify the name.

After selecting from the Character Decision menu, you're at the door to enter The City.

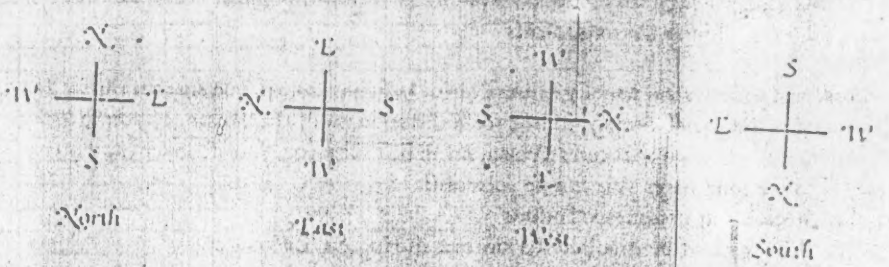
To Save A Character

Save your character when you're ready to stop playing. Press S. You're prompted to remove the AR disk, insert the Character Disk, and press the Space Bar (with two drives, you don't need to remove or exchange disks; the game checks both drives for the correct one). To play again, reload, select the saved character, and the game resumes at the point you stopped.

Note: Save the character to disk or you'll lose it when you turn off the computer.

Compass

Finding your way around The City is simplified by use of a compass, available for purchase at most Shops in The City. If you buy a compass, it will appear at the left of your screen. The direction you're heading will always be topmost on the compass:



Keyboard Control

The diagram below shows the keyboard commands for movement in The City.

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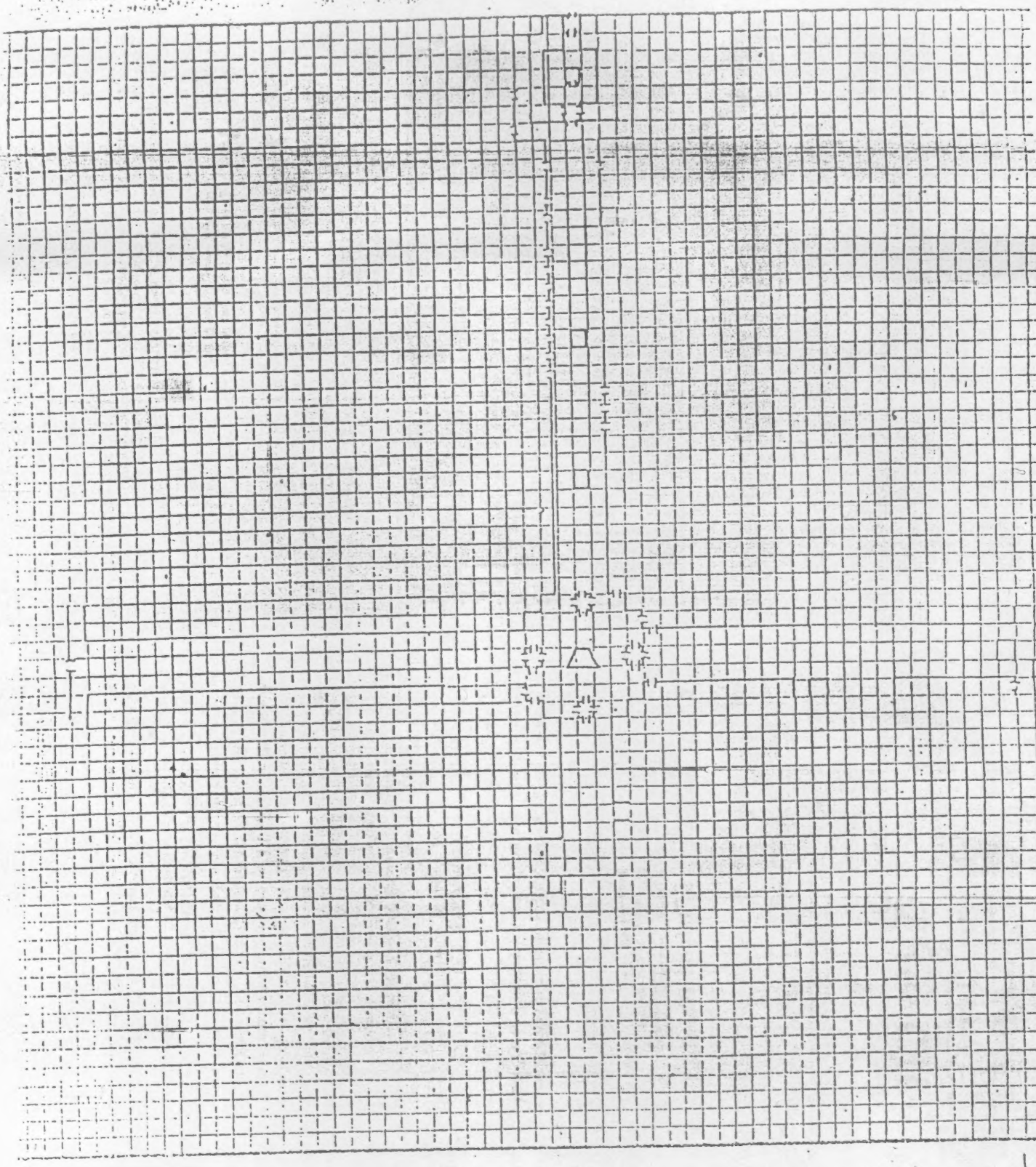
Press I (formal) to enter The City in the beginning scene.
To Enter a shop or store, press I. Follow the prompts. Press K to Exit. It's possible to back through a doorway.

Note: On an Apple IIe or IIc, you can use the four Arrow keys for movement instead of the letter keys.

You also use the keyboard to interact with business establishments, review and position your belongings, and during Encounters.

- A Menu at the bottom of the screen displays your options. Each option has a flashing letter or number. To choose, press the appropriate flashing character. In some situations, there is no flashing character. Either press any key or answer Yes or No, where appropriate.
- Press the ESC key to get a full account of your condition. Repeat until you've seen all the information and are back in normal operating mode.
- Defend yourself with either hand in an Encounter. Press U to switch hands.



The City

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